XBOX 360

SERIOUS SAM HD

mastertronic

CROTEAM

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

TABLE OF CONTENTS

Xbox LIVE 2
Connecting to Xbox LIVE 2
Family Settings 2
Introduction 3
Starting a New Single Player Game 4
Controlling the Game 5
NETRICSA 6
Game World 8
Enemies 8
Weapons 12
Armour 13
Health 13
Power-ups 14
General Gameplay Tips 14
Serious Sam Xbox LIVE 15
Tech Support 16
Credits 16
Limited Software Warranty and License Agreement 18

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries.**

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

Getting Started

1. Set up your Xbox 360 console according to the instruction manual.
2. Press the Power button and the Ring of Light will light up.
3. Press the Eject button and the disc tray will open.
4. Place the Serious Sam HD disc on the disc tray with the label side facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Serious Sam HD.

To avoid damage to discs or the disc drive

- Insert only Xbox 360-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers, or other foreign objects to disc.

Saving Data

To save game data, you must have either an Xbox 360 Hard Drive or Memory Unit for your Xbox 360 console.

Game Select Screen

Use ○ to cycle through the list of games and press Ⓐ to start the selected game. Each game has built-in instructions to help you learn how to play. This manual will help get you started, but we encourage you to jump in and explore each game to discover all the modes, bonuses, characters and power-ups!

INTRODUCTION

Once upon a time, early in the 22nd century, Earth was under a severe attack from Mental's minions and humankind was about to vanish. Sam 'Serious' Stone, world's bravest hero, was sent back in time to change the past and save humankind from total annihilation.

Using the ancient artifact, called the "Time-lock", left on Earth by a long-forgotten race, Sam was teleported back in time into the land of Egypt. There he discovered traces of Sirian civilization and found out about their spaceship, hidden somewhere inside the Solar system.

Notorious Mental, the immortal evil, gathered some of the nastiest creatures in universe to stop Sam. Thousands of beasts stood in Sam's way, together with giant Ugh-Zan III, vicious warlock and one of the toughest of Mental's servants.

But standing in Sam's way is not a smart thing to do. After many serious battles Sam defeated Mental's army. Finally, in front of The Great Pyramid, he encountered mighty Ugh-Zan III, and won this glorious battle. From the pyramid, Sam teleported himself onto the Sirian spaceship.

And now, Serious Sam goes to Sirius.

Or, maybe not?

MAIN MENU

The Main Menu consists of the following:

SINGLE PLAYER: Select Single Player to begin or continue single-player games. You can play the game through a Campaign mode or in specially designed Survival mode.
XBOX LIVE: Set-up and play multiplayer games (see Serious Sam Xbox LIVE section for more information).
LEADERBOARDS: See how you compare against the world's most serious players.
ACHIEVEMENTS: Select this option to see which Achievements you have unlocked... and which are still beyond you!

HELP & OPTIONS
Select Options to configure:
How to play: Gives you a quick rundown of how to play the game, if you're just too cool to read this manual.
Controller: You can set all your controller options here, such as controller sensitivity and controller key configuration.
Game Options: In this menu you can change between various blood and gore options, subtitles, crosshair and other game related options.
Graphics Options: Allows you to set the height, width and brightness of the screen.
Sound Options: Master volume, Music volume and sound effects volume are all adjustable separately.
Advanced Options: Select Extra Options to modify various advanced options not covered by other option menus.

CREDITS
Shows all the serious people that worked on this game.

STARTING A NEW SINGLE PLAYER GAME

Click Single Player, choose Campaign or Survival mode (in Campaign you further select South America/Persia/Medieval, in case you already played the game before) to start a new single player game. Then select a skill level. You may choose between:

Tourist Mode: For casual, non-FPS players
Easy Mode: For those new to first-person-shooters
Normal Mode: For seasoned FPS players
Hard Mode: For fearless Serious Sam players
Serious Mode: Are you serious?
Mental Mode: You cannot be serious. Only unlocked once you've completed the game in Serious mode.

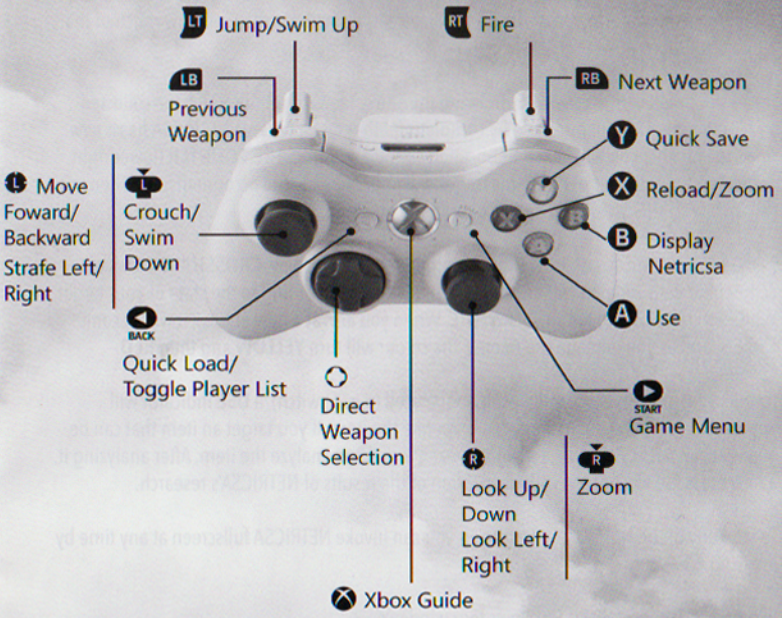
Load Game
Select Load for a choice of previously saved games to load.

South America (or Persia or Medieval)
If you decide to continue playing from the last played level or want to improve your score on already played levels, press this option and then select a level of your choice. Level list consists only of levels that you have already played.

Demo
Select Demo in case you want to play a Palenque Demo level.

Game Controls

Xbox 360 Controller



NETRICSA

NETRICSA (NEuroTRonically Implanted Combat Situation Analyzer) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available of the wide range of such devices, common among modern head-to-head fighters. It is a neurotronical computer connected to the perceptual cortexes in his brain. The computer has all the access to his audio-visual experiences and can provide him with feedback. It is used to provide fast and simple access to all the necessary data and analysis for a skilled combatant, so that he/she can keep up to date with the situation and know what to do next. It translates texts, offers simple head-up-display directly to the visual cortex, tracks targets and gives other kinds of help in fight and in general tactics.

In game, NETRICSA appears on your screen in two different ways: as a Heads-Up Display (HUD) and as a full screen computer interface.

Heads-Up Display is active normally while you explore the area or fight. In the lower left corner, it shows your current **ARMOUR** and **HEALTH** state. Next to it, your **CURRENT WEAPON** and currently carried ammount of **AMMUNITION** for it is displayed. On the far right is an icon for each type of ammo you have and a small bar showing how much of that type do you have.

In the upper left corner is **SCORE**, showing the sum of reward money you have collected by eliminating your enemies and by completing other tasks. When a NETRICSA has a new message for you, you will hear a notification sound and **MESSAGE COUNTER** (lower right corner) with number of pending messages will appear below the account display. Then you can invoke NETRICSA full screen to examine the message.

In the centre of the screen is NETRICSA's target detection display. **CROSSHAIR** shows exactly where your weapon will hit, and it changes colour according to the state of your target. While you have no live target, it is **WHITE**. When you aim at a new enemy, it will become **GREEN**, and as you damage the enemy, the colour will turn **YELLOW** and then **RED**.

If you target an item that can be used or operated (e.g. a switch), a **USE** indicator will appear above the crosshair. Press Ⓐ to operate the item. If you target an item that can be analyzed, an **ANALYZE** indicator will appear. Press Ⓐ to analyze the item. After analyzing it, a new message will appear with description of the results of NETRICSA's research.

To read any of the NETRICSA's messages, you can invoke NETRICSA fullscreen at any time by pressing Ⓐ.

In fullscreen mode, NETRICSA shows four windows:

CATEGORY SELECTION in the upper left has five buttons allowing you to select one of the

message categories: **Strategy, Hints, Enemies, Weapons** and **Statistics**.

MESSAGE LIST in the upper right shows list of messages in currently selected category. Click on any message title to view the message.

MESSAGE TEXT in the lower right shows the message text, while

MESSAGE IMAGE at the lower left shows eventual visual information attached to the message. You can scroll both the message list and the message text with their accompanied sliders.

You can exit the fullscreen NETRICSA by either clicking on the **EXIT** button in the lower right corner.

ENEMIES

ALUDRAN REPTILOID, HIGHLANDER
Size: 45 ft Weapons: Magic Homing Missiles
Reward: 25000 FC Threat: High

BIO-MECHANOID. MAJOR
Size: 30 ft Standing Weapons: Rocket Launchers
Reward: 7500 FC Threat: High

ALUDRAN REPTILOID, COMMON
Size: 15 ft Weapons: Magic Homing Missiles
Reward: 5000 FC Threat: Medium

ADULT ARACHNOID
Size: 20-25 ft Weapons: Chain-Gun, Tail Sting
Reward: 5000 FC Threat: High

BEHEADED KAMIKAZE
Size: 6 ft Weapons: Hand Grenades
Reward: 2500 FC Threat: High

BIO-MECHANOID, MINOR
Size: 15 ft standing Weapons: Pulse Lasers
Reward: 2000 FC Threat: Medium

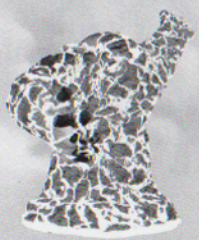
JUVENILE ARACHNOID
Size: 10 ft Weapons: Chain-Gun, Tail Sting
Reward: 1000 FC Threat: High

SIRIAN WEREBULL
Size: 9 ft Weapons: Horns
Reward: 2000 FC Threat: Medium

KLEER SKELETON
Size: 9 ft Weapons: Two-Ball Projectiles
Reward: 1000 FC Threat: Medium

FEMALE GNARR
Size: 5 ft Weapons: Bites, Punches
Reward: 1000 FC Threat: Low

SCYTHIAN WITCH-HARPY
Size: 5 ft Standing Weapons: Magic Projectiles, Claws
Reward: 1000 FC Threat: Low



LAVA GOLEM
Size: 10 to 100 ft Weapons: Fireballs
Reward: 500 to 50000 FC Threat: Low to Extreme

MALE GNARR
Size: 4 ft Weapons: Bites, Punches
Reward: 500 FC Threat: Very Low

REEBAN ELECTRO-FISH
Size: 11 ft in length Weapons: Electric Discharges
Reward: 500 FC Threat: Medium

MARSH-HOPPER FROM RIGIL KENTAURUS
Size: 3 ft Weapons: Toxic Slime Splash
Reward: 500 FC Threat: very low

BEHEADED BOMBER
Size: 6 ft Weapons: Hand Grenades
Reward: 500 FC Threat: Low

BEHEADED ROCKETEER
Size: 6 ft Weapons: Hand Grenades
Reward: 200 FC Threat: None

BEHEADED FIRECRACKER
Size: 6 ft Weapons: Magic-Missile Launcher
Reward: 200 FC Threat: None

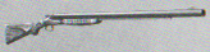
ZUMB'UL FROM PLANET RAS-AD-NYK
Size: 10 ft Weapons: Twin hand plasma launchers
Threat: Medium

CUCURBITO THE PUMPKIN
Size: 7.5 ft standing Weapons: Chainsaw
Threat: Medium

ZORG COMMANDER FROM BEELMEZ IV
Size: 7 ft Weapons: Sweep burst laser
Threat: Low

ZORG MERCENARY FROM BEELMEZ IV
Size: 6.5 ft Weapons: Burst laser
Threat: Low

WEAPONS

	Military Knife Ammo: N/A Rate of Fire: N/A
	Schofield .45 w/ TMAR Ammo: .45 Colt Rate of Fire: Single Action; Manual Reloading
	12 Gauge Pump Action Shotgun Ammo: 12 Gauge Shells (10 per Pack) Rate of Fire: One Shell; Pump Reloading
	**Double Barrel Coach Gun** Ammo: 12 Gauge Shells (10 per Pack) Rate of Fire: Two shells; manual reloading
	XM214-A Minigun Ammo: 5.56 mm Bullets (50 per Box) Rate of Fire: 1200 Rounds Per Minute
	M1-A2 Thompson Submachine Gun Ammo: 5.56mm bullets (50 per Box) Rate of Fire: 600 Rounds Per Minute
	XPML21 Rocket Launcher Ammo: 150 mm Inferno Missile (5 per Pack) Rate of Fire: 85 Missiles Per Minute
	MKIII Grenade Launcher Ammo: 40mm High Explosive Rounds (5 per Box) Rate of Fire: Variable
	XL2 Lasergun Ammo: X7 Power Cells (50 Units per Pack) Rate of Fire: 600 Rounds Per Minute
	SBC Cannon Ammo: HP Uranium-filled Cannonballs (4 per Pack) Rate of Fire: Variable
	Bonecracker' P-LAH Chainsaw Ammo: Fuel from a self-contained micro fusion fuel synthesizer Rate of Fire: N/A
	RAPTOR 16mm Sniper Ammo: 16mm AP Sniper Bullets Rate of Fire: Manual

WEAPONS (CONT)	
	XOP Flamethrower Ammo: HV Napalm Rate of Fire: Continuous
	Serious Bomb Ammo: N/A Rate of Fire: 1

ARMOUR	
	Shards Shards add 1 point to your armour, over and above maximum points.
	Exoskeleton Exoskeletons add 25 points to your armour, up to the maximum.
	Vest These green, bulletproof vests increase armour by 50 points, up to the maximum.
	Heavy Plating Heavy Plating adds 100 points to your armour, up to the maximum.
	Heavy Armour Suit Heavy Armour Suit adds an instant 200 points to your armour.

HEALTH	
	Pill These yellow pills add 1 point of Health, above and beyond the maximum.
	Small Health These potions increase Health by 10 points, up to the maximum.
	Medium Health These green bottles increase Health by 25 points, up to the maximum.

HEALTH (CONT)	
	Large Health These white Medikit boxes increase Health by 50 points, up to the maximum.
	Super Health These red hearts add an instant 100 points to your Health.

POWER-UPS	
	Backpack Backpacks are scattered across levels and, when picked up, are a great way to feed your weapons with a different ammo type
	SeriousPack SeriousPacks, also found scattered across levels, charge your weapon to its maximum.
	Invulnerability Invulnerability shields are scattered across levels and, when picked up, are a great way to deal with large amounts of enemies without loosing armour/health.
	Serious Damage Once picked up your weapons are supercharged for a short period of time.
	Serious Speed Boots A SeriousSpeed boots is a small turbo motor allowing a player to run at double of its normal speed.

GENERAL GAMEPLAY TIPS

Try not to stand still. The large majority of enemy's projectiles are not instant, and it takes time for them to reach you. That gives you precious time to avoid such projectiles if you move. The best practice to do that is sidestepping.

Use of sidestepping is also crucial for dodging of charging enemies, and you'll come across plenty of those in this game!.

Best results with aiming can be reached if you firstly make rough view rotation in a direction of the target and then make precise targeting with few sidesteps. So, learn to sidestep as soon as possible, it will save you from a much trouble later. Learn enemies' behaviour and find out what are the best weapons to eliminate each specific kind.

Search for secret places and hidden spots because they often hide useful items that will help you survive.

SERIOUS SAM XBOX LIVE

Multiplayer Setup: Select **Xbox LIVE** from the Main Menu for hosting or joining an Xbox LIVE game.
Select either Versus or Cooperative game.
The Network Menu allows you to:

Join Game
To join a Versus or Cooperative game:
- Go to menu: Versus (or Cooperative)->Join Game
- Select a game from the list. If no games show up, try pressing 'Refresh'.
- When ready, hit Start.

Start Server
To host an Xbox LIVE game:
- Go to menu: Versus (or Cooperative)->Start Server
- Select level to start playing from, choose maximum number of players allowed to join a game and adjust other game rules.
- When ready, hit Start.

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Serious Sam HD uses Ogg Vorbis libraries.
Copyright (c) 2001, Xiphophorus.
See http://www.xiph.org/licenses/bsd/
for more information.

SERIOUS SAM QUOTE WINNER
Robert Darrah ("Is it just me or did everything around here get a lot better looking? Where's a mirror?")

SERIOUS THANKS
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Joey van Dalfsen
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This EULA is to be the sole agreement between the parties for the license of the Software Product and supersedes all prior agreements, understandings and representations (save for fraudulent misrepresentation), both oral and written, and is the only document upon which the parties may rely to enforce their rights pursuant to the granting of the rights described herein. If any provision of this EULA is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of the EULA shall not be affected.

NOTES

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MTC000593